NMDE Elements III

Project 2: How to (Procedural Design)

Introduction

Clear communication is the key factor in solving any problem through design. In no design discipline is this more important than when creating design solutions that explain how things work. From communicating how and why certain processes take place, visualizing the significance and contribution of historical and statistical information to creating instructional guidelines for toys to life-saving devices requires designers to effectively distill complex information into its most accessible form in order to help users understand the content and instructions in a clear and universal way.

Problems

- Create an interactive **tablet application** experience that effectively engages the user through appropriate interactions, imagery, flow diagrams, photo montages, statistical diagrams, medical diagrams, structural drawings or/and instructions.
- Identify and leverage appropriate information structures and interaction modules to best utilize the tablet environment.
- Research and select your own topic. Be creative, innovative and execute your vision in a professional.
  Historical or statistical information / Natural processes / Man-made processes /
  Structures or machines / How to instructional guide
  e.g. How to make cupcakes, How does a car engine work, How do tornadoes form, How to make a paper airplane, How does a medicine work, How does a raindrop form
- When selecting a topic or process think of answering the following questions:
  "How do I do it, how does it work, how does it happen(ed)", "Why do I do it, Why does it do it?", etc.

Objectives

- To understand the advantages and disadvantages of specific graphical forms of communication
- To develop a strong, effective solution through a systematic design process
- To present useful and interesting information in an engaging way
- To analyze and evaluate the values of user experience design for a dedicated display device (think outside of the box for your solution)

Requirements

- The complexity of the steps or processes should be representational of a 12 week long project.
- The information complexity should allow for progressive disclosure during the interaction. A minimum of two levels of information should be available to the user. A third level can be included through using online resources.
- **The Design Process Document must contain (but not limited to):**
  Problem Statement / Project Goal
  Competitive Analysis / Trend Research
  Personas / User Stories
  Core Features / Functions / Content Flow (Steps or Process)
  Layout Sketches / Interaction Model / Wireframes
  Moodboard / Preliminary Visual Designs / Final Visual Design
  Prototype Statement / Prototype Storyboard
- **The Demonstration Prototype must contain the following: (Motion or Interactive)**
  Interface animations and transitions
  Information animations and transitions
  A complete set of steps for instructions or the complete process from beginning to end
  Does NOT have to include all of working interaction or navigation elements (focus on key features)
  A viewable compressed movie or self-running prototype file

Written Assignments

20% of your overall grade will be determined by your writing proficiency. This project will constitute the majority of your writing requirements. Process Documentation and Prototype will show followings

- How to write clear and convincing problem and solution statements
- How to write effective instructional text based content on research
- How to create clear and concise annotations and summaries
- How to create clear and precise interactive instructions and labeling
- How to cite external work appropriately